NESCAPE!

KHAN GAMES est. 2009

PEEK-A-BREWS!

¿NSTRUCT¿ON MANUAL

NEScape! © KHAN Games, 2019

Cartridge features GTROM board by Joe Parsell
Boxes and manuals printed by Frank Westphal

WELCOME

Welcome to *NEScape!*, a mystery escape room game for the Nintendo Entertainment System.

The object of this game is simple: escape the room within the time limit provided. The time limit, as is typical in escape rooms, is an hour. You will have to manipulate objects in the room in various ways in order to further your quest to get out.

GETTING STARTED

You turned on the game and you're already met with a puzzle. What to do?!

The title screen puzzle is optional and can be auto-completed by pressing the Start button on a controller, or by clicking the right mouse button on a SNES compatible mouse.

For those that do not wish to bypass the puzzle and want a hint... what typically happens when you press Start on a title screen?

GETTING STARTED, CONT.

I'm in the game and I can't see! Help?!

When you complete the title screen puzzle you will immediately enter the room. The room is completely black, other than the cursor you control. If one enters a dark room, what might be the first thing one tries to do?

That's right! Find the lightswitch!

Hint: the lightswitch is on the wall you begin facing, not far from the cursor's original location. You might not wish to start moving around before turning on the light.

HOW TO ESCAPE:

LOOK

ZOOM

TOUCH

MOVE

INVENTORY SLOT

SELECTED ITEM

NESCAPE!
CURSOR
ACTION
(OR)
TILT MAZE ← →
ACTION
TILT MAZE ↑ ↓
NESCAPE!

NOTES ON AUDIO

Want to play the game on mute? Trying to play at night when your spouse is trying to sleep?

Certain puzzles in ***NEScape!*** require the sound to be on. When you reach an area where audio is important in order to solve a puzzle, the music will temporarily stop so that you may better hear the sound effect in question.

Special hint: There are times in the game where you may need to discern a specific audio cue. In these instances, the answer is always but a single word.

RACE AGAINST THE CLOCK

The timer ran out... what do I do now?!

Don't give up! Each time you attempt your way through the room you will learn a little more, and each puzzle in the game will become easier and faster for you to solve. You are sure to get further the next time through!

There are certain puzzles in the game that are randomly generated each time the game is powered on, so even if you feel you have mastered the game, give it another try and see how it is different! Try to beat your fastest time!

THE NESCAPE! TEAM

Kevin Hanley
programming,
sound effects

Jon Piornack
background art,
sprite art,
box illustration

Travis Nelson
music composition,
chiptunes

Kyndal Howard
story consultant,
puzzle consultant,
beta testing

Beta testers: *Jasen Santoroski, Sergio Elisondo, Anthoney Perkins, Nathan Tolbert, E. B. D. Holland, Tim Wurdinger, Kevin Hershberger*

Special thanks: *Brian Parker, Brad Smith, Joe Parsell, Aaron Edelman, Robert L Bryant, Dain Anderson, Frank Westphal, #brewery Discord*

KICKSTARTER

Lastly, thank you to everyone who supported us on Kickstarter!

Creating ***NEScape!*** has been very special to us and we are thrilled that we get to share it with all of you. Honestly, it's the most fun we've ever had creating a game, and it would not exist in this format without the generosity and support you've shown us. So from all of us on the ***NEScape!*** team to you at home reading this manual, we just want to say:

Thank you.